

Analyze problems and provide the solutions

Problem1:

When playing the puzzle game, you can drag and drop more than one puzzle piece into a drop zone. when placed repeatedly, the img tag will be juxtaposed in the div tag, We should make sure that there should only be one piece in one drop zone at a time.

Solution:

When solving this problem, use if to judge whether the nodename is DIV and whether it is childnodes Length less than 1, If the conditions are not met, it cannot be placed and alert "Do not dragged me!"

Problem2:

The second bug is When we switched the different puzzles, the puzzle pieces still in its original position.

The second bug is the problem with pieces appearing in the drop zones on reset. Those should be removed as well, so that the player has a fresh board to drop onto. In addition, There is also need a reset button when you want to play again, can not just rely on switching the different puzzles to reset.

Solution:

We need to do is knowing whether there are puzzle pieces in the droparea, and then gave that back to the puzzlebox. Firstly, cycle the label object of the dropzone on the right . Each circular object is represented by zone and then judge whether there are firstChild in zone. If it exist, the puzzle pieces have been placed, and then gave that back to the puzzlebox. Finally Create a button by using a variable and function(call()) to replay game.